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David Gadelkarim 000 ▾

DG TK



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Week 1

MDA Reflection

≡ 1

Week 2

Positive News Reflection

≡ 1

Conflict, Obstacles, Goals, and Choice

≡ 2

Week 3

Games as Challenges

≡ 1

**Week 4**

Verbs (GDD)

≡ 1

**Week 5**

The Royal Game of Ur

≡ 1

Variables and Behavior

 4

## Week 6

Mythology and Folklore Start

 1

Obstacles Excercise

 2

State Changes

 1

## Week 7

Folklore Ideas || Development Log

FSM (Bubble Bobble)

## Week 8

My first 3 ideas for the myth and folklore submission || Development Log

### Week 9

Deciding my myth and folklore idea || Development Log

### Week 10

Scrapping an idea #1 || Development Log

Potential ideas || Development Log

### Week 11

Changes to the player's motion || Development Log

Changes to the digging mechanic || Development Log

Changes to the thieves' movements || Development Log

### Week 12

Potential ideas: Update || Development Log

Scrapping an idea #2 || Development Log

Changes to the screen || Development Log

Adding a mechanic: Reset || Development Log

Change in the play matrix for game || Development Log

**Week 13**

Finalized game reflection||  
Development Log

**Week 14****Week 15****Week 16**

Beginning of 2nd half of course

12 second challenge ideas: Mental

12 second challenge ideas: Physical

**Week 17**

Update: GDD Myth and Folklore  
Game

**Week 18**

Physical 12 Second Game Idea

Mental Idea? Still not sure

**Week 19**

12 Second Game Physical: Final  
Decision

Mental 12 second challenge First  
Real Idea

**Week 20**

Physical 12 Second Challenge First Prototype

Physical 12 second challenge 2nd prototype

Choosing an essay question/title

## Week 21

Physical 12 second challenge 2nd prototype feedback

Mental Challenge Official Idea + Storyboard

CTS 1 Mindmap and Timeline

## Week 22

Mental 12 Second Challenge Build 1

Mental 12 Second Challenge Build 2

Further Physical 12 Second Challenge Progress

## Week 23

Assassin Andy Menu

Saiyan Training Menu

Myth and Folklore Start

Myth and Folklore enemy movement

## Week 24

Myth and Folklore stabbing mechanic added

Myth and Folklore: Changing the enemy amount from GDD

Myth and Folklore: Changing digging mechanic

## Week 25

Myth and Folklore: Adding a life bar

Myth and Folklore: Big changes to the stabbing mechanic

Myth and Folklore: Minor progress to player movement

Adding comments to 12 second challenges + Myth and Folklore

12 Second Challenge Mental: Rules Screen Change + Feedback

## Week 26

Myth and Folklore feedback

Wave 2 Conceptualization - Myth and Folklore

Adding visual information to mental 12 second challenge

Adding 3 second counter to physical 12 second challenge

Alibaba and his son get their own HP bar - Myth and Folklore

The Coin Enemy - Myth and Folklore

## Week 27

Updating mental 12 second challenge visual information

12 Second Challenge Mental Final  
Touches

12 Second Challenge Physical Final  
Touches

Myth and Folklore - Wave 2  
Completed

Final Wave - Enemy Sprites and Ideas

Myth and Folklore Wave 3 Checklist

Myth and Folklore: Background  
Change

## Week 28

Ironing out bugs for waves 1 and 2 -  
Myth and Folklore

Cutting a Mechanic due to difficulties  
- Myth and Folklore

Demo Completed - Myth and  
Folklore

Checklist Update: Test Demo  
Completion

Thom Feedback: Updated Checklist

Title Finalized - Working Title  
Changed - Myth and Folklore

Implementing Thom's Feedback -  
Myth and Folklore

Myth and Folklore Completion!

## Week 29

## Week 30

